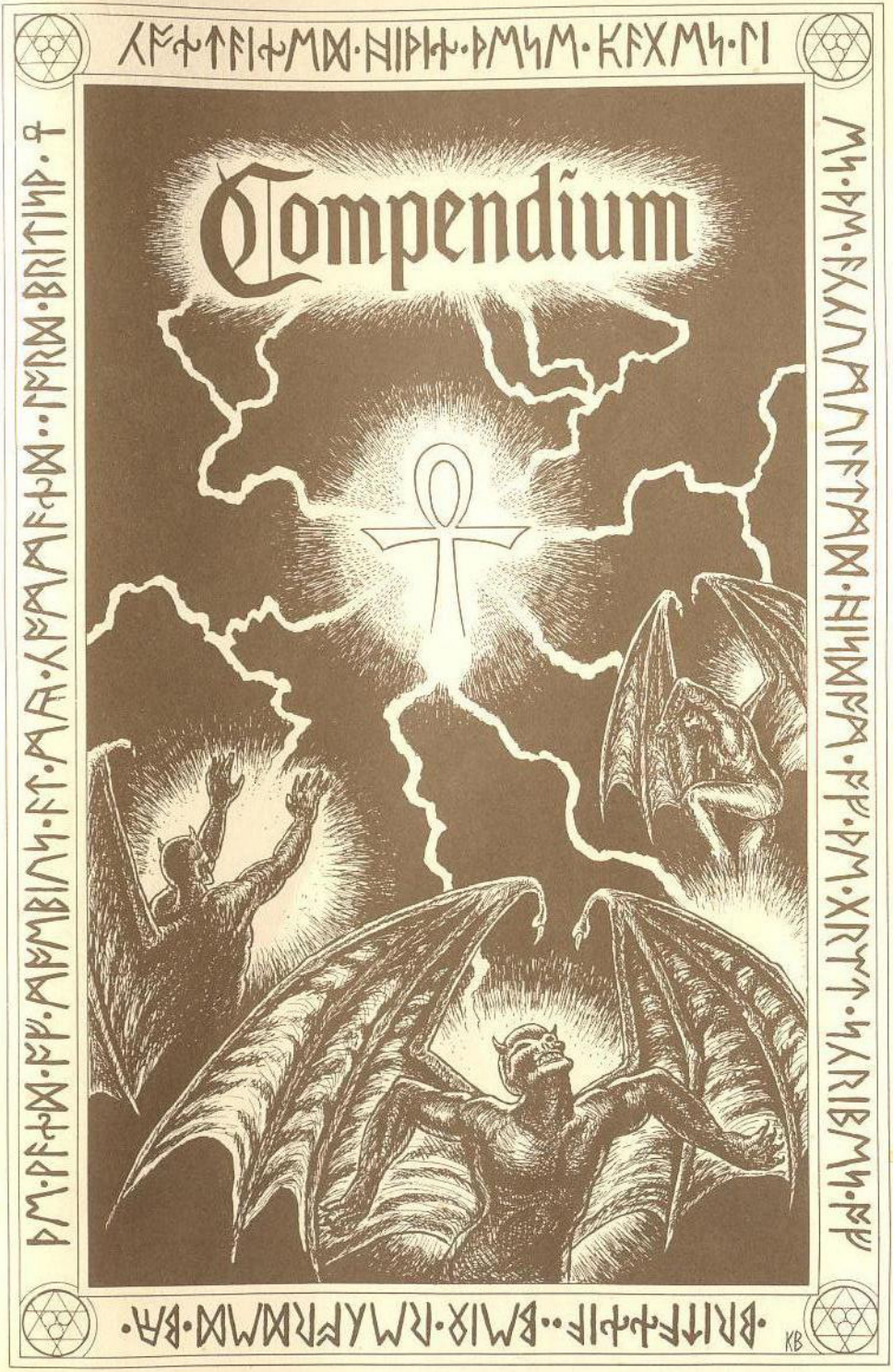
Compendium
KB

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I, Lord British, write this exhortation in my own hand that you, my virtuous Champion and Avatar, might gain a full appreciation of the significance of the times which face us. Though evil has often raised its rebellious head, I fear we now face a threat far greater than any yet encountered. In the past, you and your companions have risen faithfully to the challenge, undaunted by overwhelming odds, unwavering in your adherence to the Path of Virtue. We place our trust in you once more.

As though seeking vengeance against the Light, the forces of Darkness have renewed their malevolent aggressions. Not content to remain in their own realm, daemonic emissaries from the Underworld have begun making incursions into our land. It is fortuitous that you have returned to Britannia in these perilous times. Study well the words which follow, for they are essential to your quest. And that quest is essential to the continued existence of the human race.

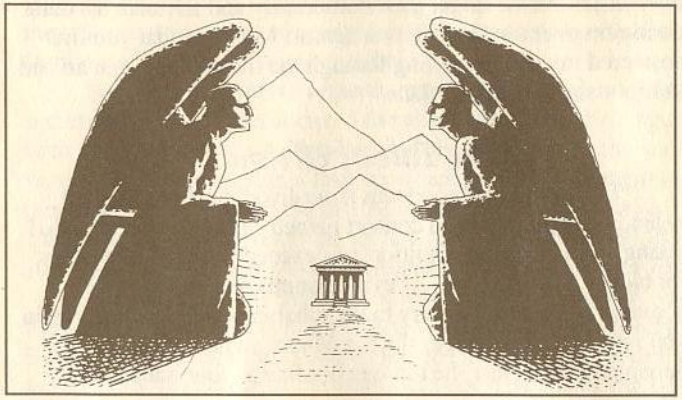
For more than a fortnight I have dictated my thoughts and admonitions to the venerable Moebius, Keeper of the Libraries of the Lycaeum. He has scrupulously recorded my every word and, when called upon, made illustrations to aid your understanding. I have affixed my seal to this letter to assure you that these are indeed my words. Take them to heart. Heed my counsel.

Gird yourself with the infinite wisdom of Truth, Love and Courage, for at the end of your quest lies a destiny foretold in ancient times: "One shall arise who possesses the strength of an army, the vision of a prophet and the heart of a saint. This Great One will bring an end to the struggle between the Darkness and the Light."

Pray that you are, indeed, the One, for should you fail, the Light of life will surely be extinguished and Darkness will reign forevermore.

Lord British
Sovereign of Britannia

The Chronicles of Britannia



My sojourn upon the shores of Britannia began many generations ago. Long ago did I uncover the secrets of the moongates which brought me here from my distant homeland, even as they now bring you. As you well know, we who pass through the gates to Britannia, though we be in this world are not of it. It is for this reason, I suspect, that we are immune to the ravages of time during our stays here. Remember, however, that we remain ever mortal, albeit seemingly ageless.

At the time of my arrival here, this place was known as Sosaria, a region comprised of numerous warring city-states and feudal fiefdoms. It was not long before my affinity for order, peace and prosperity had earned me the title of Lord British, ruler over the city-state of Britain, and ultimately Lord of Britannia. Under my guidance the land and its people have prospered and grown, though not without challenges from the forces of Evil.

The Ages of Darkness and the Founding of Britannia

Thrice during ancient times did beings of a foul nature seek to conquer my domain. Thrice did you answer my call for a champion. Thrice was evil thwarted.

The Tale of Ultima I

First was the perverted sorceror, Mondain, who slew his own father that he might gain immortality and advance his dark dominion over the land. It was against Mondain that you first answered my call, travelling through the moongate to put an end to Mondain's shadowy plans.

The Tale of Ultima II

The triumph of good was short-lived, for Mondain left behind an apprentice and consort named Minax, a cold-blooded young woman whose ambition was exceeded only by her thirst for blood. Entire legions of evil creatures responded to her commands, bringing misery to the inhabitants of Sosaria. Again, you rose to the challenge, slaying Minax's vile minions by the hundreds until at last she too met her fate at your hands.

The Tale of Ultima III

Mondain and Minax had devised a treacherous scheme to assure their immortality throughout time. They had created an offspring known as Exodus, neither man nor machine, yet embodying every evil impulse they possessed. Rising from the murky depths of the Great Ocean, Exodus unleashed an assault of vengeance upon the world. Were it not for your keen wit and determination, Exodus would surely have brought utter devastation to our land. Aided by the enigmatic Timelord, you foiled the mighty Exodus, bringing an end to the Cycle of Gloom begun by Mondain so long ago.

In this manner did you thrice respond to my call for valor and overcome the Triad of Evil. The peace and security brought about by your acts of bravery led the city-states to band together and form the nation of Britannia, submitting to my just rule as British, Lord of Britannia.

The Ascent of the Avatar, as Related in Ultima IV

With the passing of gloom and despair from the face of Britannia, the citizens flourished. Edicts went forth from my hand which were designed to foster both the material and spiritual

growth of the society. I established great centers of learning where the arts and sciences could be developed and appreciated. During this era of renaissance, eight major townships were built upon the foundations of the former city-states, each dedicated to the study and fostering of a single virtue. These towns stand as symbols of great fortitude to this day.

All great cultural movements require role models to help society maintain proper focus. I therefore issued the challenge for such an individual to step forward and show the people the way of virtue. You responded in a fashion which befits your integrity and pure heart. Undertaking the task of unraveling the concepts of spirituality, you discovered the great Codex of Ultimate Wisdom and attained the title of 'Avatar,' the human embodiment of virtue.

The newly discovered Codex was raised from the bottom of the Great Stygian Abyss in order that we might study its teachings. But our acquisition of the Codex changed the physical, as well as the spiritual, landscape of the world. A fiery new island, the Isle of the Avatar, rose from the depths of the Great Sea, and in the violent birth of this isle, an immense underworld chamber opened up! When this cataclysm had passed, a shrine was built on the Isle of the Avatar to house the Codex forever.

The Subversion of the Shadowlords as Related in Ultima V

The acquisition of the Codex of Ultimate Wisdom from the deep recesses of the underworld created a karmic imbalance in the universe, resulting in the emergence of three sinister Shadowlords from the shards of the black jewel of Mondain. These grim agents of darkness were the very antitheses of virtue. Their trickery and deceit allowed them to imprison me in their underworld dungeon and, in a perversion of justice, compelled the leaders of Britannia to oppress the people. The once noble Lord Blackthorn became the human agent who fulfilled their evil intent.

However, following your instincts and the admonitions of the Codex, you applied the principles of truth, love and courage against the Shadowlords and the corrupted Blackthorn. Your efforts allowed me to banish them and their agents from the realm of light. Thus was I restored to my consecrated throne.

However, my return to the surface world set off a great tectonic upheaval, resulting in the collapse of the cavernous underworld in which I had been imprisoned. Many aftershocks and cataclysmic disasters befell the world for a period of time after that, though eventually all was restored to normal.

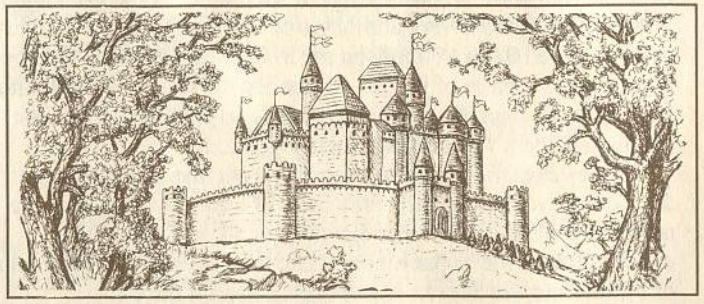
Today: The Threat of the Gargoyles

Though long believed to be mythological creatures, the existence of Gargoyles was discovered shortly after the first expedition into the geologically unstable underworld. At first, they seemed content to remain in their subterranean domain, but recently they began appearing in our world, seemingly bent on doing us great harm.

These diabolical nemeses have begun to seize our holy shrines and places of enlightenment. Scores of homes and villages in our land have been destroyed during nocturnal raids mounted by the daemonic fiends, while countless others stand empty and deserted. Local and government militias have organized in opposition to the calamitous invasion from below. Whole brigades of skilled warriors from Serpent's Hold have clashed with these tireless foes on the field of battle, but to no avail.

The Gargoyles' methods suggest that they are searching for something of great value. It is even rumored that they may seek your destruction, though why this should be so is not known to us.

I urge you, my Champion and Avatar, to study the pages that follow, in part to ensure your own survival. But even more, heed my words that you may understand the condition of our world and the plight of our people against the unrelenting Gargoyles.



The Kingdom of Britannia

As the Lord of Britannia, I have devoted myself to fathoming the beauty and variety of this land. But one must not forget that the landscape has been stained with the blood of many a brave warrior who, for want of control over it, fell victim to its perils. Those who have seen the Bloody Plains in the northeast know of what I speak. So, take care in your journeying lest you fall prey to the seductive charm of the land, only to learn its deadly secrets while lost in contemplation.

The Great Centers of Power and Learning

The Castle of Lord British

Chief among the places in Britannia, my keep overlooks the town of Britain from the protected flanks of the Serpent's Spine. Visitors to the castle will find evidence of my many interests and hobbies within its marbled halls.

Though my authority extends from the throne to the most remote regions of the kingdom, none shall be turned away who come to me for counsel in their time of need. And forget not, Avatar, that I have prepared a room for you in my castle that you might find a place of rest from your long journeys abroad.

The Lycaeum

The world's greatest storehouse of knowledge and wisdom is contained within the walls that form the Lycaeum. Poised upon the northwestern slopes of Verity Isle, the Lycaeum's libraries, laboratories and academies of learning are a haven for the seeker of truth. Four times each year the Inner Circle of Mages congregates within the labyrinthine chambers to exchange esoteric secrets.Whilst in the area, do not fail to visit the observatory where astronomers create many fine lenses through which to view the heavens.

Empath Abbey

Home to the Brotherhood of the Rose, Empath Abbey serves as a retreat for those engaged in contemplation and

reflection. Flanked by the oaks of the Deep Forest on one side and by the sea on the other, the Abbey sits as a lighthouse of peace in the northwestern region of Britannia, near the town of Yew. Well schooled in the vintner's craft, the brothers and sisters of the Abbey produce some of the land's finest wines, thus assuring their financial security and sustaining their monastic lifestyle.

Serpent's Hold

A bastion of honor, valor and triumph, Serpent's Hold is the castle headquarters of the Order of the Silver Serpent and the training center for Britannia's armed militia. Many noble and brave warriors have set forth in our defense from this garrison on the Isle of Deeds. The most skilled of these warriors, grizzled veterans all, have selflessly returned to instruct the new recruits in the ways of attack and defense. Recently, a dozen squads of the finest from Serpent's Hold went out to attack the camps of the invading Gargoyles. Few returned to tell about it.

The Principal Towns

When the Great Council met after the collapse of the Triad of Evil, it was decided that each of the main towns of Britannia should adopt one of the fundamental principles of virtue as its focus of learning. Each of these eight towns, the former city-states of Sosaria, has taken great care in fostering its guiding principle of virtue — they stand apart as the true jewels in the crown of Britannia. The traveller will find a sacred shrine dedicated to the chosen principle of virtue near each town.

Moonglow, founded on Honesty

On the southern tip of Verity Isle, the town of Moonglow welcomes those of faithful heart and noble intentions. Mages and scholars frequent this seagoing port because of its proximity to the libraries of the Lycaeum and because its accomodations and services are among the most reasonably priced in the land.

Britain, founded on Compassion

Centrally located on the shore of Britanny Bay, the town of Britain is the site of the castle from which I rule. It is also host to multitudes of travellers and to purveyors of goods of all kinds.

The adventurer will surely appreciate the hospitality shown by Britain's compassionate citizens. The shops, inns and armouries of Britain are much renowned and frequented by all who prepare for and return from long journeys. The historic Wayfarer's Inn is considered a second home to many a road-weary adventurer.

Jhelom, founded on Valor

Many of Britannia's most esteemed warriors have emerged from the town of Jhelom in the far southwestern region of the kingdom on the main island of the Valorian Isles. Lodging, supplies, armaments and a prosperous shipbuilding industry are to be found in this bustling town by the sea.

Yew, founded on Justice

Second in size only to Britain, the town of Yew is the judicial and legal heart of the kingdom, being home to the Supreme Court of Britannia. Druids and philosophers have long gathered under the shade trees of the Deep Forest surrounding Yew, exploring the subtle nuances of justice and righteousness. While visiting Yew, one will find a fine pub and a fully equipped armoury and apothecary.

Minoc, founded on Sacrifice

Stretched across the mouth of Lost Hope Bay in northern Britannia, Minoc has committed itself to the plight of the needy and homeless. Minoc is also well known for its artisans who excel in the crafts of metalworking, armouring, glassworking and clock making.

Trinsic, founded on Honor

The honorable paladins who make their homes in the idyllic town of Trinsic are noted for their courage and devotion to truth. Situated just north of the Cape of Heroes in the south lands, Trinsic provides many fine goods and services to the traveller, including a stable where the finest steeds are available to speed you along your way.

Skara Brae, founded on Spirituality

It has oft been said that Skara Brae, close by the mystic forest of Spiritwood, is the spiritual center of Britannia. But the word "spirit" has many meanings, and only some of the town's

inhabitants — notably the healers, magicians and priests — concern themselves with matters of the soul. Others in the area have a different meaning in mind — those inclined to take advantage of Skara Brae's fine winery!

New Magincia, founded on Humility

Having been destroyed in ancient times for its haughty pride, New Magincia was rebuilt by a more humble people who favored the simple ways of farming and rural life. With the passage of time, an industrious village has grown atop the ruins of the old town. Those who would revel in their own pride should take special note of the lesson of New Magincia.

Other Locations of Note

Buccaneer's Den

Lives there a soul who has not heard of the notorious pirates and thieves of Buccaneer's Den? In spite of its ill repute, many travellers have found this island village east of Paws to be a great source of exotic goods. The ships that frequent its harbor bring unusual artifacts from far and wide.

Cove

Nestled in the mountains just south of Lost Lake, Cove is home to many magicians, healers and alchemists. One will also find there a shrine dedicated to the Avatar's pursuit of Virtue.

Paws

This quaint coastal village lies halfway between the towns of Britain and Trinsic, where the weary traveller can obtain food, shelter and a change of horse. The mysterious islands known as the Fens of the Dead can barely be seen offshore near Paws. In these Fens, mages ofttimes seek the rare mandrake root and nightshade so necessary to their potent concoctions.

The Bloody Plains

Site of one of Britannia's most savage wars, this desolate region lies sandwiched between two great swamps across the mountains northeast of the village of Cove. The bloodstained soil serves as a timeless memorial to the thousands of brave

soldiers who met their fate there. Mages know this area as another of the few places where they can find mandrake root and nightshade.

The Isle of the Avatar

This enigma of nature rose from the sea when the Codex of Ultimate Wisdom was brought up from the depths of the Great Stygian Abyss. The great subterranean upheaval that gave it birth left the large island dotted with volcanic craters, steaming fumaroles, and a ready supply of sulfurous ash. Few are brave enough to risk the hazards of this place — even to behold the Codex in the Shrine of the Avatar.

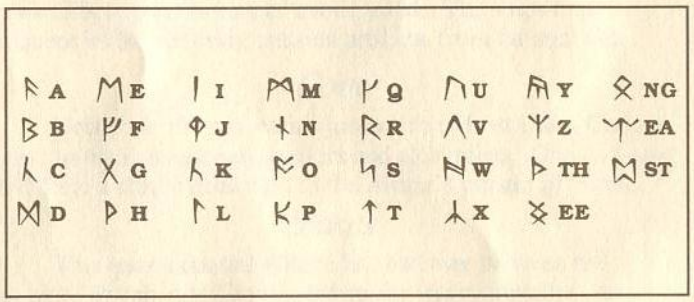
The Palace of Blackthorn

Few nowadays venture near this monument to evil, but rumors abound that the mad wizard Sutek has taken refuge in the former abode of Blackthorn, the defamed ally of the vanquished Shadowlords. What Sutek might be doing there, none can say.

The Citizenry

The citizens of Britannia are a diverse people who have survived many challenges to the rule of Order. Their ancestry can be traced to a time before the Sosarian city-states were formed, a time when a loose confederation of druids and mages flourished alongside a meek but industrious agricultural populace. Relics of ancient times can be found throughout the land and traces of the ancient language of the land can be found throughout modern Britannia.

In your travels you will no doubt come upon the occasional sign or placard written in a curious runic script. Passed down from one generation to the next, this written runic language is directly descended from the language of the druids of old. Though strange and seemingly indecipherable, the process of interpreting runic script is really quite simple. The following key will enable the traveller to translate runic characters into his native tongue.



Interacting with the Citizens

Whether talking to the farmer in his field or to one of the scholars at the Lycaeum, one will be impressed with the eloquence and diversity of interests possessed by the people of Britannia. Their good-natured dispositions are a result of several generations of relative peace brought about by the national focus on the principles of Virtue.

When meeting someone for the first time, it is customary to ask them their name and job. In most cases, a Britannian will be more than willing to discuss a variety of subjects,

and be most eager to answer questions you may pose to him. Do not fail to take note of the things you are told during these conversations, for even the words of the humblest farmer or beggar may provide needed guidance in your journey through the land.

Many Britannians will do far more than offer advice and information, however. If asked to join your party, the more adventuresome in the realm will accompany you on your quest. Stalwart allies can mean the difference between victory and defeat, so choose your party members wisely.

Merchants buy and sell a variety of goods and services, offering you the opportunity to stock up on needed supplies or build up cash reserves. Enter a shop and tell the proprietor you wish to buy something and you will very likely find the item you desire. Offer to sell the proprietor an object in your possession and you may find him an eager trading partner.

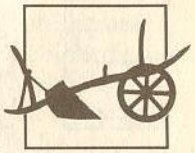
The commerce of the nation is a source of pride to all Britannians and a subject worthy of detailed treatment here.

Commerce

A complex system of interdependency among many professions and crafts drives all commercial activity in Britannia. This interdependency ensures that Britannia remains a growing nation, well supplied and prepared against times of shortage and hardship.

Farming

Since the times before our great societal expansion, farming and animal husbandry have been the cornerstones of the Britannian economy. It is the farmer who grows fine grains for the baker and the baker who makes our bread. It is the rancher who tends the cattle for meat and dairy products, keeping our stores and pubs filled with the necessities of life. In like manner, the shepherd supplies wool to the makers of cloth who, in turn, enable the clothiers to ply their trade. In these and many other ways, Britannia owes its livelihood to the persistent laborers of the soil.



Professional Merchants

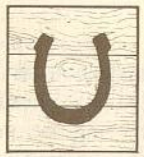
The merchants of Britannia strive to provide satisfactory goods and services to their customers. The professional symbols emblazoned upon the signs which hang outside their shops attest to their willingness to assist the traveller...at least during business hours.

Armouries

Britannia's armouries are a key factor in the security and prosperity of the land. Providing both armaments for the valiant and employment for armourers and blacksmiths, these shops offer high quality armour and weaponry of many types. Most armourers will gladly repurchase used equipment, though usually at prices far lower than originally paid for them.

Stables

The seasoned traveller understands what a godsend a steed can be on lengthy and treacherous journeys. Stables are usually found in smaller towns and villages, or at private residences where the owners may be willing to offer you a fine horse at a fair price.



Markets & Pubs

Most of the major towns in Britannia have at least one shop dedicated to caring for the traveller's need for food and supplies. The wise traveller will learn to examine the varied inventories carried by different merchants, making note of the shopkeepers who stock rare and unusual items — one never knows when such knowledge may be of use. In pubs, the traveller may partake of a refreshing glass of ale or a fine meal of pheasant and mutton. The service will often be accompanied by the melodies of a cheerful minstrel, and pub owners are known for their willingness to take part in a friendly chat.

Healers

The vast wildernesses of Britannia, though rich in beauty, also hold hidden dangers capable of causing travellers injury or illness. Luckily, many towns have professional people trained in the medicinal arts. Healers can turn back the ravages of swamp poison or heal wounds earned in battle. Some physicians claim that their healing arts have been enhanced and augmented by magic, to the point that they can resurrect the dead!

Magic shops

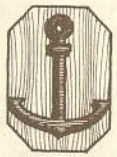
These occult apothecaries are quite interesting to visit. Their oddly decorated shelves are often strewn with vials of strangely colored potions, queerly glowing staves and scepters, and a cornucopia of herbal and mineral reagents useful in the mage's work. Since many of the items offered are both rare and expensive, their availability will vary from town to town, so the travelling mage will want to make special note of those things offered in the places he visits.

Inns

Inns provide safe, restful accomodations where travellers can retreat after a long, hard day. Many inns even offer fine dining facilities on-site. Prices will vary from place to place, but even the most inexpensive inn is a welcome home away from home for the weary adventurer.

Shipwrights

Several of the port towns along the shores of Britannia boast of craftsmen renowned for their dedication to the construction of safe, dependable sea vessels. Whether you need a small skiff to get upriver, or a mighty sailing vessel for open sea travel, the local shipwrights will be more than happy to discuss terms. It is wise to pay attention to information about local sea and wind conditions before setting out in a new craft.



Guilds

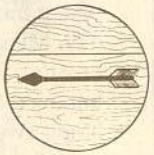
It is not uncommon for members of certain professions to organize themselves into guilds which cater to the specific needs of their membership. Such guilds have been set up in a number of towns. The guilds provide professional adventurers with many of the things they need for journeys into the wilderness and deep dungeons.

Tailors

Nowhere is the interdependence of Britannia's craftspeople more in evidence than in the field of tailoring. Thread must be spun and taken to weavers. Weavers, having made cloth from the thread, deliver it into the hands of clothiers. Clothiers turn bolts of fine fabric into clothes fit for kings. Find your place in this process and you may profit. Seek out the tailors of Paws if you desire a wardrobe of the highest quality.

Fletchers & Bowyers

Many are the fletchers and bowyers of Britannia, but none are held in higher esteem than those of the town of Britain. The ingenious engineering and high quality of their arrows, bolts, bows, and crossbows is known throughout the land. This is due mainly to the great skill of the master bowyer, Iolo Fitzowen, proprietor of Iolo's Bows. Iolo and his apprentice, Gwenneth, can be of great assistance to archers.



The Call to Adventure

Adventuring in the savage lands of Britannia is no life for the timid, nor is it a profession for those lacking resolve. Consider carefully before taking up the gauntlet I cast before you, for the path to your destiny is fraught with peril and adversity. The elite corps of stout-hearted souls who accept my challenge must be disciplined, determined and willing to sacrifice all. But even more, they must be devout followers of the path of virtue. Learn now the ways in which my chosen adventurers apply their talents to the tasks before them.

The Way of the Fighter

Many celebrated fighters are trained in the art of combat at Serpent's Hold. There are, however, a few warriors of humble origin who have not the benefit of such training. These acquire skills on the field of battle, earning high acclaim for heroic deeds of valor. The true value of a fighter is found not in his training, but in his heart; it is exemplified not in his knowledge, but in his accomplishments.

The fighter typically possesses great strength and endurance, complements to his natural instincts and boundless courage. His proficiency with many weapons makes him a walking arsenal, ever ready for battle. The fighter prefers to mount his attack from the front line position, a strategy which well serves his inclination to wield mighty bludgeoning weapons and lethal two-handed swords.

As a novice fighter grows in experience, his strength and dexterity naturally increase, allowing him to employ more effective combinations of weapons and armour. Enjoying the company of rangers and paladins, the fighter should likewise associate himself with a mage or a bard who can supplement his great physical attack with long range weaponry and the tools of magic.

The Way of the Bard

Poet and minstrel, tinkerer and athlete, user of magic and noble adventurer... These all describe the multi-talented bard.

Though not as physically imposing as the fighter, the bard is usually more dextrous and agile, being both quick of mind and of foot. Sure hands and nimble fingers serve the bard well as he untangles knotty puzzles and picks "unpickable" locks.

Often an accomplished archer, the bard is also acquainted with the ways of magic, making him a most versatile gladiator on the field of battle. He often chooses to apply his combative skills from the rear of the melee where he can let his arrows and fiery magic missiles fly toward beleaguered targets in the front. Whether in the heat of battle or in the quagmire of a wizard's mischievous riddle, the well-rounded bard is an indispensable ally in the adventurer's quest.

The Way of the Mage

All well-travelled adventurers have at one time or another been mystified by the mages of Britannia. Never to be forgotten

is the sight of a cloaked figure performing an odd dance in a distant clearing. Puzzling indeed is the whispered transaction between a mage and an apothecary as the magician acquires the plants and animal parts that are the raw materials of his trade.

Seeing what cannot be seen, hearing what no man hears, communing with beings not present...What ancient spirit possesses the mage that his mind constantly dwells on things not perceived by the common man?

One never chooses to become a mage — one is born a

mage, having from birth exhibited magical inclinations and abilities which defy rational explanation. A mage usually spends his early years studying the esoteric writings and diagrams contained in the libraries of the Lycaeum or poring over bottles and boxes of exotic herbs and minerals found in its laboratories.

The tools and weapons of the mage are found in his spellbook, which never leaves his side. This tome is filled with pages of cryptic runes which describe the auspicious times, places and methods for various types of sorcerous work. The illusions and spells at the mage's command often cast him in the role of equalizer when a party of adventurers finds itself in an otherwise one-sided conflict against a megalithic foe. From a well-protected position at the edge of the battle, the mage makes the necessary preparations and utters the mysterious incantations to unleash the force of his chosen spells against an unsuspecting foe.

Certain skilled mages possess remarkable power over nature and matter, being able to create and destroy living and inanimate things at will. The deeper secrets of the mage will be discussed later in this treatise — such secrets are not for the eyes of all men...

The Way of the Avatar

Embodying the fortitude of a fighter, the quickness — and quick-wittedness — of a bard and the mystic insights of a

mage, you have spent long years mastering the principles of virtue. Many are the times you have savored the syllables of the mantras and the spicey scent of incense during morning meditation. But you are equally stirred by the sounds and smells of combat, being as much at home on the field of battle as in a solemn shrine.

A paragon of integrity, you have always sought total understanding of the world around you, often journeying to the libraries of the Lycaeum

or conferring with the scholars of Moonglow and Yew. However, your love of scholarly pursuits does not weaken your ties to the world outside the cloistered halls of academe. Your devotion to your companions and those in need is total, and you are ever aware that the principles of virtue are designed to guide us in our relationships with our fellow man.

Your path offers both great risk and grand reward, but you are concerned with neither. Driven to follow this, the highest path, by forces unknown and unknowable, you follow the Way of the Avatar to whatever end destiny has decreed.

Adventuring as a Party

Even the most valiant and powerful adventurer cannot stand alone against all of the obstacles that will block his path. Banding together with other likehearted fellows will give you the strength of numbers and, of equal importance, a diversity of talents which can be drawn upon along your way. The Avatar joined by fighter, bard and mage makes for a most imposing and formidable team.

Putting their trust in your wisdom and skills, party members usually move as a group toward a common objective. There may be times, however, when an individual party member may set out on his own path whilst the remainder of the party awaits his return — it is often prudent to send someone ahead to scout a trail, for example, or to test the integrity of a decaying bridge which hangs tenuously over a thundering river. However, as the acknowledged leader of the group, you may at any time summon back individuals who have set out on their own, regrouping the party for further travel.

An adventuring party accumulates many things during its travels — things purchased or found in the towns and countryside, and treasures collected from the corpses of fallen foes. Travelling is often made easier if provisions and equipment are distributed evenly amongst the party members. The well-organized party works together, sharing with each other the things they carry, aiding each other on their long journey.

Getting Around in Britannia

The frequent traveller in Britannia learns to avail himself of the various means of transport which can be obtained.

Acquiring a fine steed from the village stables, you will soon learn that such a mount will not only improve the quality of travel from town to town, but also give you a decided advantage in combat against those who would impede your progress. When a quest requires crossing the high seas, sailing vessels of various types may be obtained from the shipwrights that do business along the coastal ports of call. It has even been said that some adventuresome souls have learned a way to travel in a craft that is lighter than the air itself, but these rumors, though widespread, remain unconfirmed.

The Party in Conflict

Without fail, the travelling party will be set upon by people and creatures whose sole purpose is to cause mayhem and sorrow. Let the traveller beware. When entering into mortal combat against one of the myriad creatures of the land, learn to measure its strength and speed, noting both its tactics and endurance.

One creature may attempt to bludgeon you senseless, while others attack you from afar with hurled weapons. Many of the mythical beings you'll encounter will use magic and illusions in their efforts to subdue you. If you can survive their attacks and deal punishing blows of your own in return, you will share the victor's right to search their fallen corpses for whatever bounty they carry.

It is useful to devise strategies that will increase the party's chances of survival in combat. Before combat begins, each party member can be assigned a field position (frontal attack, flanking maneuvers or long range rear position). When the party comes under attack, the party members will move automatically to their predetermined positions and fight according to the strategy they've been assigned.

As effective as predetermined combat positions are, you may choose not to assign each party member a particular strategy. In this case, your allies must act independently in combat. Situations may even occur in which a member of the party becomes a berserker. When this happens, he will simply charge and attack the most formidable opponent in sight.

A special note is in order for spellcasters. While invoking magic spells will give you a decided advantage in battle, not all creatures will be affected by them in the same manner.

Therefore, you must learn to use your magical talents judiciously, lest you waste valuable reagents and psychic energy.

The Party At Rest

As a party becomes weary from the fatigue of a long journey and many battles, it can set up camp in a safe place away from the hustle and bustle of town. The burning campfire will take the chill out of the cool night air while the party members eat some of the provisions they carry in their packs, perhaps enjoying a round of storytelling or song. With bellies full, the travellers should take a few hours sleep to ready themselves for the challenges of a new day. Sleep provides an opportunity for much needed healing to the injured and battle-weary adventurer.

It is usually wise to let one of the party members stand guard while the others sleep so that he may awaken them if trouble approaches in the night. Since the group's guard gets no sleep, he should be allowed to rest the following night while another stands guard.

Experience and the Levels of Attainment

The much-travelled adventurer will face many opportunities to explore new places, talk with people, solve puzzles and complete quests. As you do does these things, experience will lead to increased physical strength, dexterity and intelligence, giving you greater capacity to fulfill your destiny.

You can only gain a true appreciation of such increases by returning to one of the Shrines of Virtue and engaging in reflection and meditation. To meditate, learn the mantra of the shrine of your choice. Then talk to the shrine and follow its instructions.

Cosmology

There exists an extraordinary cosmic association between the gravity of the moons and the delicate fabric of time and space. As though pulling the strings of some cosmic marionette, the moons cause radiant moongates to appear on the land below. Step through one of these shimmering corridors of light and you will be transported to a new time or place. Moongates generally appear at locations where fragments of extraterrestrial rocks called "moonstones" have been buried. There are at least two types of moongates — blue and red.

Blue moongates, generated by moonstones, generally focus on destinations in but a single world — the world in which they appear.

Their power, awesome though it may seem, is limited, allowing the traveller to teleport only from the location of one moonstone to that of another. The moonstone the user travels to is determined by the phase of the moon that appears directly overhead in the sky. Through experimentation and observation, the moongate traveller can correlate the phases of the highest moon with the destination the gate will select.

Red gates, generated by the powerful obsidian Orb of the Moons, can send the traveller anywhere in Britannia. In fact, the holder of this black stone can teleport to worlds other than his own. I, Lord British, have used the red gates often, but there is, no doubt, much more to be learned about these gates.

0 - New moon

1 - Crescent waxing

2 - First Quarter

3 - Gibbous waxing

4 - Full moon

5 - Gibbous waning

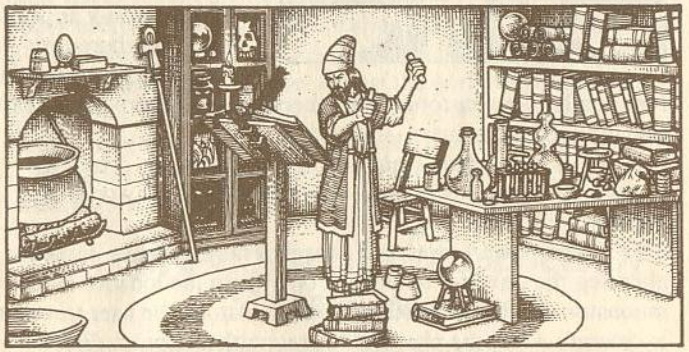
6 - Last Quarter

7 - Crescent waning

The Secret Knowledge of the Mage

Powerful as the alien moongates are, they are by no means the only forms of magic you will encounter in Britannia. The mages of this land possess much arcane knowledge and have many abilities beyond those of common folk. Using keen intuition, endless experimentation and the rigorous study of ancient tomes, mages have learned to harness the creative and destructive forces of Nature.

The mage's principle tool is his spellbook, a collection



of incantations and alchemical formulae which empower him in marvelous and often unexpected ways. Learn now the inner secrets of spellcasting, information reserved for the elite society of sorcerors.

The Arcane Art of Spellcasting

Magical energy is structured as eight concentric spheres, each composed of networks of light connected to the physical plane by unseen bonds. The spellcaster stands within the center sphere, extending his hands into the outer shells of light where he manipulates the energies to suit his pleasure. In one hand, he holds his spellbook, open to the page containing the description of his chosen incantation. In his other hand, he clutches a vial containing herb and mineral reagents, the mixture serving as the catalyst for his spell. Thus prepared, he

utters the incantation, fusing matter and energy into a display of power. The spell has been cast, leaving the caster drained in spirit, but fulfilled in accomplishment.

This simple explanation fails to emphasize both the risks involved in spellcasting and the skill necessary to harness the forces of magic successfully. Two cautionary notes are in order here:

First, even though a spell may appear to be cast successfully, there is some chance that it will not accomplish its intended purpose, or that it will do so in only a partial manner. In some cases, a spell will fail to hit its target due to forces and ethereal eddies unseen by the human eye. Also, certain creatures are immune to some spells, requiring the spellcaster to find other means to defeat them.

Second, some spells affect only one person or creature while others affect all people or creatures in the vicinity. Take care when casting a spell which acts on an area rather than an individual target— if you or your friends are in the affected area, you will be touched by the spell's power as surely as your intended victim!

The Alchemy of Spellcasting

The preparation of a spell's reagents is performed at the moment of spellcasting, thus allowing the chemical reactions to reach their peak even as the appropriate mantra is uttered. Some reagents are relatively common herbs and minerals, available at any magic shop. Others must be sought after diligently, often requiring the mage to travel to distant and inhospitable places in search of an obscure fungus or root.

These are the reagents necessary to the casting of magic:

Black Pearl

One oyster in ten thousand will yield a black pearl suitable for spellcasting purposes. It is usually crushed to a fine, iridescent powder before being combined with other reagents. The black pearl is used as a kinetic propellent.

Blood Moss

"Moss" it may be called, but blood moss is, in reality, a fungus gathered in the enchanted forest of Spiritwood. There it is

found growing under the loose, dead bark of fallen trees. Blood moss is used to enhance mobility and movement.

Garlic

This common household spice is effective in warding off evil spirits and negating black magic. Preparations for use generally involve grinding the washed cloves of garlic between two flatirons until they are reduced to a pungent paste.

Ginseng

The wizened physicians of ancient Sosaria wrote often of the curative powers of this bitter root. Prepare a syrupy, pure extract by reboiling forty times with clear mountain water, letting the mixture develop a strong, acrid odor.

Mandrake Root

The most sought after herb of the spellcaster, mandrake root grows along the loamy banks of stagnant swamps. Once found, mandrake must be dug up carefully so as not to damage the tap root, for it is in the root that the greatest concentration of active ingredients is found. Carefully remove the tough, outer skin, again giving special attention to the sensitive tap root. Using a fine-toothed silver fork, comb out the cottonlike fibers that make up the root's heart. The combed matting is boiled in pure water for no more than one hour, after which it is dried thoroughly and stored in a tightly sealed jar. When used in a spell, mandrake root increases the power of the desired enchantment.

Nightshade

This hallucinogenic mushroom is often the critical ingredient in spells that create illusions or poisonous effects. Sprouting in swamps, and only in the dark of night, this mushroom is easily distinguished from others by the way its stalk bruises when crushed. Retain only the fungal cap and discard the tough stalk. The spores housed in the underside of the cap provide the active ingredient and can be chopped into a fine mincemeat or boiled into a bitter tea.

Spider's Silk

It takes many spider webs to make a full ounce of spider's silk, but the binding power it adds to spells makes the

effort well worthwhile. Though the web of any spider will do, one can reduce collecting time by scraping off the fine silken hairs that cover the webs of giant spiders. Rumors have been heard of a cave where spider silk can be found in abundance.

Sulfurous Ash

The product of violent volcanic eruptions, sulfurous ash adds high levels of energy to the spells which require it. It is recommended that freshly collected ash be sifted through a fine mesh sieve, ensuring consistency and easy mixing.

Lingua Magica: The Spellcaster's Words of Power

The meanings of the syllables that form the incantations uttered by mages during spellcasting have been passed down from one Britannian generation to the next. The mage's apprenticeship begins when he learns these potent syllables. The next task is to learn the proper way to speak the syllables.

It is important that the mage first prepare himself mentally by meditating on the sound of his breathing, projecting his soul into a sublime state of concentration. To speak an incantation properly, the spellcaster draws a deep breath, followed by a determined, forceful enunciation of each syllable. The entire breath should be fully expelled on the speaking of the final syllable.

The 26 syllables and their general meanings are as follows:

Syllable	*Meaning*	*Syllable*	*Meaning*
An	Negate/Dispel	Nox	Poison
Bet	Small	Ort	Magic
Corp	Death	Por	Move/Movement
Des	Lower/Down	Quas	Illusion
Ex	Freedom	Rel	Change
Flam	Flame	Sanct	Protect/Protection
Grav	Energy/Field	Tym	Time
Hur	Wind	Uus	Raise/Up
In	Make/Create/Cause	Vas	Great
Jux	Danger/Trap/Harm	Wis	Know/Knowledge
Kal	Summon/Invoke	Xen	Creature
Lor	Light	Ylem	Matter
Mani	Life/Healing	Zu	Sleep

These syllables are combined to form the incantations used when casting spells. A list of spells appears at the end of this treatise. This list, while not necessarily complete, collects all of our current knowledge of the ways of magic.

Last Words

Consider carefully the thoughts I have set down in this treatise. Refer back to these words often, that you may better understand your experiences as you journey throughout the land.

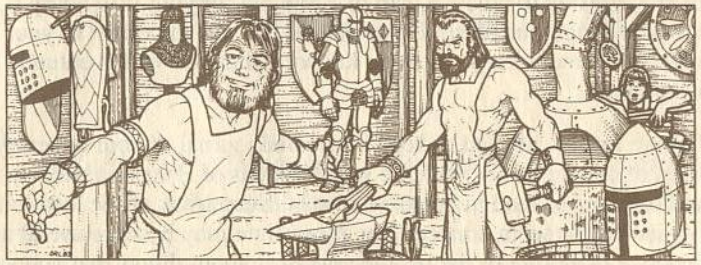
To reinforce the knowledge I impart through these words, I have instructed the royal map-makers to create a map of Britannia for your use. Study it, for the world can be a dangerous place. If you should become uncertain of your location, follow one of the many trails or rivers, knowing that you will eventually regain a familiar landmark.

You are further advised to keep a personal journal of your experiences. Make notes of conversations with the good citizens of Britannia. Record information found on signs or read in books or scrolls. Keep track of the location of provisions — items that seem unnecessary at one time may become useful at another. Do not hesitate to inquire of the people you meet about things that you seek. They may hold information vital to your quest.

Finally, I must share with you news but recently received from the scholars of the Lycaeum. In compiling information about the daemonic Gargoyles invading our land they have begun to detect a pattern. It appears that our foes are trying to capture the Shrines of Virtue found near the major towns. The moonstones are now in their possession, and, as each new shrine falls, a stone is placed on the altar there. To prevent anyone from removing the stones, the gargoyles have erected impenetrable force fields around the altars. Go to the shrines at your earliest opportunity, free them and seek guidance at the altars through prayer and meditation.

I urge you, my Avatar, to uncover the dark purposes of the gargoyles before the last shrine falls. I fear you may be Britannia's last hope.

Addenda



The Implements of Battle

No brave adventurer, knight or common traveller should venture into the hostile regions of Britannia without an appropriate selection of armour and weapons. Whenever possible, wear strong armour, a helm and shield, magical rings, tunics or amulets, and, of course, carry an effective weapon.

Body Armour

Foolish is the adventurer who embarks on a quest without the best armour he can afford. Several different types of armour are available — everything from inexpensive and relatively ineffective cloth to costly but highly protective plate. The armourers of Britannia will gladly allow you to examine their wares. Take advantage of this and acquire the armour best suited to your abilities and fighting style.

Helms

An unprotected head is sure to be the target of any shrewd opponent's sword. Helms are available in a variety of leather and metal forms, and one should be worn at all times when combat seems likely.

Shields

Unless wielding a heavy, two-handed weapon, the warrior should carry a shield with which to parry and block his opponent's attacks. Shields are constructed of wood or metal and vary greatly in shape and weight.

Weapons

The variety of types and uses of weapons exceeds full explanation in this treatise. Still, the proper choice of weapons is the single most important decision a warrior makes before setting out to do battle. In all cases, as your finances and opportunities allow, choose weapons which deliver the most powerful damage at the greatest range.

Daggers

Useful for stabbing and cutting in close-quarter fighting and for throwing in long range combat, the dagger is a most convenient and lightweight weapon to keep on hand.

Main gauche

Similar to a dagger, the main gauche also sports defensive hand protectors that can be used to parry an opponent's attack. Unlike a dagger, a main gauche cannot be thrown.

Swords

The warrior's chief weapon, swords come in two varieties: short swords and two-handed swords. Despite their name, short swords are formidable weapons — a good thing, for only the strongest adventurers can wield the hefty two-handed swords. Always examine a sword closely before buying it, paying particular attention to its weight and the force with which it will deliver a blow.

Missile weapons

A complete battle strategy must include the use of weapons which can be shot, thrown or hurled from a great distance toward advancing opponents. Lightweight, hand-held items such as daggers, spears, axes or flasks of flaming oil can be most effective in times of need. Bows and crossbows are capable of firing with tremendous force, but they require the use of both hands and cannot be used effectively at point blank range. Some clever travellers have even been known to carry slings so they can drive off aggressors with hurled stones.

Bludgeoning weapons

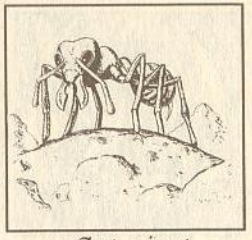
While the effectiveness of cutting and thrown weapons is determined by the dexterity of the user, bludgeoning weapons, like clubs, depend upon the strength of the wielder. The mace is favored by many knights, whereas the two-handed hammer has been used by the mightiest of warriors to deal a crushing blow to the foe.

Polearms

A polearm is generally a stout wooden or metal staff topped by a metal cutting or bludgeoning fixture. The morning-star, a variation on this theme, consists of a staff with a chain attached to one end, and attached to the chain, a heavy, spiked bludgeon. Morningstars, halberds and other polearms are prized for the damage they are capable of doing and for their long reach. Unfortunately, polearms are unwieldy weapons which are most effective in the hands of a user possessed of great strength and dexterity.

Acid Slug

Alligator


Ant, giant

Bat, giant

A Bestiary

Numerous and diverse are the beasts that inhabit the plains, forests, waterways and dungeons of Britannia. Attempts to catalog them all have met with only limited success — such an endeavor requires the researcher to put his life in grave peril in order to make his observations. Therefore, much of what follows is information collected from first hand accounts of travellers and adventurers who have managed to return with their tales.

Acid Slug: Though seldom encountered except in the darkest corners of the dampest caves, this featureless creature will secrete its corrosive juices on anything you possess that is metal, thus dissolving it. Painful but superficial skin burns may result from contact with the acid while it eats away at your armour. Conventional weapons have little effect on the monster, whereas a flame will send it fleeing.

Alligator: Care must be taken whilst wading in the murky swamps which are the home of this aggressive man-eater. Possessing great physical strength, this fear-some lizard can inflict heavy damage with a single blow from its mighty tail.

Ant, giant: The shifting desert sands conceal these warrior insects all too effectively. Beware their powerful mandibles, capable of crushing a man in an instant.

Bat, giant: Equipped with keen hearing and night vision, these large, winged rodents are swift and efficient in their nocturnal attacks. Though difficult to hit, their fur-covered bodies are extremely vulnerable to damage.

Bird: Generally posing no serious problem to the traveller, these swift, delicate creatures can peck annoyingly about the head if they are disturbed or threatened.

Cat: Among the most common of domesticated beasts, the cat is often found prowling about alleys and storefronts, looking for bits of food or hapless mice.

Corpser: Found only in deep, labyrinthine caverns, these hellish, tentacled ghouls drag their screaming victims into subterranean dens. What fearful end awaits the poor captive none can say. Only a burning flame has been known to have any effect on these creatures of the dark.

Bird

Cat

Corpser

Cow

Cyclops

Daemon

Deer

Dog

Cow: A fine source of meat and dairy products, the complacent cow is a common sight on most farms.

Cyclops: This hulking, one-eyed titan fears no one. Possessed of remarkable strength, it wields a mighty oaken club when it isn't hurling large boulders at its foes. The earth trembles as this giant lumbers about its domain, or so say those who claim to have survived an encounter with a cyclops.

Daemon: This most wicked and formidable of foes is not to be underestimated. Overwhelming strength, skill and intelligence make daemons nearly unbeatable. Possessing magical powers rivaling the most powerful of mages, the daemon can summon hordes of his brothers to assist him in killing or possessing his victims. Being already undead, the daemon has little fear of death. You are forewarned!

Deer: These graceful athletes of the forest can be spotted dashing through the shadows on sunlit afternoons. Deer are a good source of food, but be aware that the antlers they sport can do significant damage.

Dog: Though related to the vicious wolf, the common dog poses far less of a threat than his wild counterpart. As much at home in the field hunting rabbits as at the dinner table of its master, the dog should be respected, but not feared.

Dragon: How many myths have been built around this winged, fire-breathing holdover from Britannia's distant past? Even the strongest warrior has been known to wilt under the intense magical flames and noxious fumes that pour from the enraged beast's nostrils. Though mortal, dragons are extremely difficult to kill. It is, therefore, a wonder that some bold souls have actually managed to steal eggs from a dragon's nest to satisfy the culinary delights of wealthy town dwellers!

Drake: Smaller than their cousins, the dragons, but no less ferocious in battle, drakes are usually found in the company of their more formidable relatives. In a battle against a dragon, one must be ever mindful of the deadly drakes.

Gargoyles: Frequently confused with daemons, the gargoyles are a little understood race of beings. Only fragments of information have made their way back from expeditions to the underworld habitat of these creatures. We do know that there are two classes of gargoyles — a dominant, winged variety and smaller, wingless drones. The larger gargoyle is a daunting opponent, possessing very high intelligence and

Dragon

Drake

Gargoyles

Gazer

Ghost

Gremlin

Headless

Horse

impressive magical powers. But, the smaller drones are not to be ignored, for their attack is deadly, despite their apparent lack of magical ability. Scholars at the Lycaeum are feverishly analyzing all incoming information regarding these perplexing creatures.

Gazer: How this monstrosity evolved is anybody's guess, for gazers are among the most unusual creatures found in the realm. They are usually spotted hovering above the ground in dungeons, searching for creatures they can mesmerize with their multiple eyes. One experienced adventurer claims that gazers emit a strange buzzing sound as they move about. Remain alert when you suspect the presence of a gazer, as it is constantly on the alert for prey.

Ghost: Ghosts are generally found in cemeteries and other places of the dead, though their movements are all but unlimited. These ethereal spirits pass easily through solid walls and other obstacles, making them difficult to chase and difficult to elude. Though they do not possess great strength, their mobility and ability to use magic make them a force to be reckoned with.

Gremlin: Unimpressive in battle, gremlins usually roam in packs and will attempt to overcome you through sheer force of numbers. Given the chance, these persistent creatures will take whatever food you are carrying in your pack, distributing it amongst themselves in a frenzy of feeding.

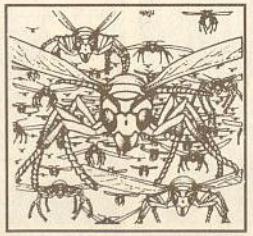
Headless: The product of a wizard's failed experiments, these wretched creatures somehow manage to sense the location of their quarry and strike with unnatural accuracy. Do not fall prey to pity, for a headless would as soon strangle you with his bare hands as accept your mercy.

Horse: Being both strong and swift, these companions of the trail are invaluable when time is of the essence and one's strength is at an end. The traveller should obtain a steed early in his adventuring. Occasionally, you may spy a majestic wild stallion roaming the broad plains, but catching and taming it is another thing.

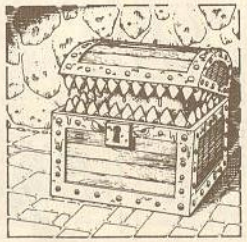
Hydra: The putrid quagmire of the swamp is the spawning ground of this botanical nightmare. Survivors of the Great Battle on the Bloody Plains tell of driving the enemy into the adjacent swamplands where the carnivorous hydras completed their mission of destruction. While fearsome, hydras also bring good luck, of a sort — when one finds a hydra, the valued nightshade mushroom can usually be found close by.

Hydra

Insects



Mimic



Mongbat

Mouse

Rabbit

Rat, giant

Reaper

Insects: These pesky, flying nuisances can be quite bothersome if stirred up by the careless explorer. A single buzzing swamp fly can be annoying; a biting swarm can leave the traveller depleted and exhausted.

Mimic: Disguised as abandoned treasure chests, these masters of illusion wait patiently for passing adventurers whose greed exceeds their wisdom. If you take a moment to observe questionable chests from a safe distance, the mimic may reveal its true nature by spitting venom in your direction.

Mongbat: Resembling a monkey as much as a bat, these winged anomalies are swift and powerful in their attacks. Though seldom encountered except in the deepest dungeons, encountering one in the dim subterranean light can unnerve even the stoutest among you.

Mouse: This timid rodent seldom ventures from its lair except under cover of night, and then only in search of crumbs of food. Cheesemakers are especially wary of the nocturnal activities of these otherwise benign creatures.

Rabbit: Though quite shy and non-threatening, these long-eared creatures are the bane of farmers, whose crops attract them in hordes.

Rat, giant: These voracious, overgrown rodents have evolved over the centuries in the dank, inhospitable sewers that honeycomb the levels below some castles. Having grown immune to most poisons, they are difficult to exterminate. Even a single bite from one of these giants can cause disease or plague.

Reaper: A remnant of an ancient enchanted forest swallowed up long ago in a cataclysmic upheaval, the reaper at first appears as a solitary tree trunk rooted in the dungeon rock. Closer examination reveals a grim intelligence which lashes out with long, gnarled branches and magical bolts of destruction. But, the resourceful adventurer can turn the threat of the reaper into the evening's campfire, ofttimes uncovering hidden treasure in the process.

Rotworms: Born of the decaying detritus which carpets the swamplands, these loathsome invertebrates are more nuisance than threat — a pass of your torch across their path will usually keep them at bay.

Scorpion, giant: Is there anyone who has not flinched at the sight of an angered scorpion, its stinger poised to inject its victim with deadly venom? You are

Rotworms

Scorpion, giant

Sea Serpent

Sheep

Silver Serpent

Skeleton

Slime

advised to keep moving when confronted by one of these armoured nightmares, lest you perish where you stand.

Sea Serpent: Like its land-bound cousin, the dragon, a sea serpent will attack the seagoing traveller with magical fireballs and violent physical swipes of its long tail. The wise sailor avoids this nasty beast.

Sheep: Among the most docile of the beasts of the field, flocks of these highly beneficial creatures serve the common good by providing wool to the garment- and rug-makers and fine mutton to the pubs.

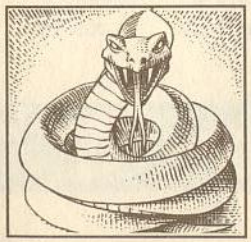
Silver Serpent: Since the days of ancient Sosaria, the silver serpent has been a part of our lives. Its form has been found etched on tomb walls, and ancient monuments have been found which were crafted in its image. Yet, a recent scouting brigade claims to have seen a dead silver serpent of incredible size near a gargoyle encampment. The scouts observed for a time and, upon their return, reported that the gargoyles milked the slain creature of its venom and even ingested the fluid thus derived before entering battle. This ritual act seemed to give the gargoyles a short-term increase in aggression and strength, though causing their death in the end. Whether the drinking of venom actually increased the gargoyles' strength is currently the subject of some debate at the Lycaeum.

Skeleton: The expressionless, hollowed eyes of the skeleton belie the malice that animates this otherwise lifeless latticework of bone and sinew. Conjured up by malcontented mages bent on mischief, these creatures — the restless remains of fallen warriors — are both fearless and tireless in battle.

Slime: This shimmering, amorphous mass seems more an oddity than a threat when first encountered. Constantly dividing and recombining, it seeks to surround the traveller who happens upon its swamp or dungeon lair. Though susceptible to damage from ordinary weapons, the experienced adventurer is always ready to use fire against the ooze's subtle maneuvers.

Snake: Emerging from their rocky lairs at the first morning light, these reptiles spend their days basking in the sun, warming their cold-blooded bodies so they can strike swiftly at their unsuspecting prey. They can even spit poisonous venom from several yards away with accuracy that is both horrifying and deadly.

Snake



Spider, giant

Squid, giant

Tangle Vine

Troll

Wisp

Wolf

Spider, giant: Though they spin their lethal webs deep inside dark lairs, spiders of this gargantuan variety often venture forth in search of prey. They are capable of inflicting painful bites or spitting their toxic sputum from great distances. But they are not invincible, and can be killed with a few well-placed blows.

Squid, giant: The dreaded scourge of all mariners, this horror of the high seas is legendary for its ability to destroy a large sailing vessel with its dextrous tentacles and crushing beak. It being exceedingly strong and durable, one should avoid confrontations with this nemesis of the deep.

Tangle Vine: Though this plant resembles a common hedge of briars and thistles, wary adventurers take care to avoid tangle vines. The sharp thorns that adorn this creeping foliage radiate from a well-protected central flower pod. As if the swiftly growing limbs weren't threat enough, the flower pod gives off a sleep-inducing fragrance whenever it is threatened.

Troll: The brutish troll takes perverted pleasure in hiding beneath bridges so it can terrorize the unsuspecting traveller. Fortunately, trolls are relatively weak and they lack endurance, so they pose only a moderate threat when encountered.

Wisp: Often mistaken for a harmless, forest firefly, the nocturnal wisp can both mystify and antagonize the adventurer. Though only causing minor harm in any single attack, its uncanny ability to dance about the field of battle, striking at will, can lead to serious cumulative injury.

Wolf: Both revered and feared, this canine lord stalks the high plains and forest alike on its quest for survival. Never, ever, put this wary beast in a threatening situation! Its bite is far worse than its mournful howl.

The Eight Circles of Magic

Mages with little training and experience are limited in the spells they can cast. As a spellcaster grows in stature, penetrating the mysteries of the higher circles of magic, he gains the ability to cast more powerful spells. Great power is not without cost, however. When he casts a spell, the mage experiences a drain in magical power equal to the level of the circle of that spell. Thus, a simple first level spell drains one point while a fifth level spell, more difficult to cast, drains five. The caster's magical power returns within a few hours.

The 1st Circle

Create Food

Incantation: In Mani Ylem
Reagents: Garlic, Ginseng, Mandrake Root
Effect: A fine bounty of food will be added to your pack

Detect Magic

Incantation: Wis Ort
Reagents: Nightshade, Sulfurous Ash
Effect: Discerns the magical nature of special objects and the specific magical charge currently in an item

Detect Trap

Incantation: Wis Jux
Reagents: Nightshade, Sulfurous Ash
Effect: Discovers concealed traps in suspicious chests and doors

Dispel Magic

Incantation: An Jux Ort
Reagents: Garlic, Ginseng
Effect: Removes a sorcerous enchantment or poison which causes illness and bondage. Also awakens a person under the influence of a Sleep spell.

Douse

Incantation: An Flam
Reagents: Garlic, Black Pearl
Effect: Extinguishes flames

Harm
Incantation: An Mani
Reagents: Nightshade, Spider's Silk
Effect: Inflicts moderate damage on your opponent

Heal
Incantation: In Mani
Reagents: Ginseng, Spider's Silk
Effect: Applies healing energy to one who is injured

Help
Incantation: Kal Lor
Reagents: (none are required)
Effect: When all is lost and death seems certain, this spell quickens the user's demise and resurrects him and his party before the Throne of Britannia

Ignite
Incantation: In Flam
Reagents: Sulfurous Ash, Black Pearl
Effect: Ignites a lifeless torch, fireplace or brazier

Light
Incantation: In Lor
Reagents: Sulfurous Ash
Effect: Illuminates a darkened area

The 2nd Circle

Infravision
Incantation: Quas Lor
Reagents: Nightshade, Sulfurous Ash
Effect: Detects the presence of living, warm-blooded beings in the dark.

Magic Arrow
Incantation: Ort Jux
Reagents: Sulfurous Ash, Black Pearl
Effect: Fires a moderately damaging missile at your opponent

Poison
Incantation: In Nox Por
Reagents: Nightshade, Blood Moss, Black Pearl
Effect: Poisons your opponent with toxic venom

Reappear
Incantation: In Ylem
Reagents: Spider's Silk, Blood Moss, Black Pearl
Effect: Undoes the effect of the Vanish spell, making the vanished object return to this world

Sleep
Incantation: In Zu
Reagents: Nightshade, Spider's Silk, Black Pearl
Effect: Induces unconsciousness in the chosen victim

Telekinesis
Incantation: Ort Por Ylem
Reagents: Blood Moss, Mandrake Root, Black Pearl
Effect: Moves objects near the user without physical contact

Trap
Incantation: In Jux
Reagents: Spider's Silk, Nightshade
Effect: Places a concealed trap on a chest or door

Unlock Magic
Incantation: Ex Por
Reagents: Sulfurous Ash, Blood Moss
Effect: Unlocks magically locked chests and doors

Untrap
Incantation: An Jux
Reagents: Sulfurous Ash, Blood Moss
Effect: Negates magical traps on chests and doors

Vanish
Incantation: An Ylem
Reagents: Garlic, Blood Moss, Black Pearl
Effect: Makes simple objects disappear from this world

The 3rd Circle

Curse
Incantation: An Sanct
Reagents: Sulfurous Ash, Nightshade, Garlic
Effect: Reduces the effectiveness of a foe's armour, prowess and intelligence

Dispel Field
Incantation: An Grav
Reagents: Black Pearl, Sulfurous Ash
Effect: Neutralizes magic fields generated by field spells

Fireball
Incantation: Por Flam
Reagents: Sulfurous Ash, Black Pearl
Effect: Hurls a mighty flaming missile at your opponent

Great Light
Incantation: Vas Lor
Reagents: Sulfurous Ash, Mandrake Root
Effect: Provides long lasting illumination

Magic Lock
Incantation: An Por
Reagents: Sulfurous Ash, Blood Moss, Garlic
Effect: Applies a magical lock to a chest or door

Mass Awaken
Incantation: An Vas Zu
Reagents: Ginseng, Garlic
Effect: Awakens all nearby sleepers with an explosion

Mass Sleep
Incantation: Vas Zu
Reagents: Ginseng, Nightshade, Spider's Silk
Effect: Induces sleep in all beings in the area targeted by the caster

Peer
Incantation: Vas Wis Ylem
Reagents: Nightshade, Mandrake Root
Effect: Reveals the world and the caster's place in it as though peering through an eagle's eye

Protection
Incantation: In Sanct
Reagents: Sulfurous Ash, Ginseng, Garlic
Effect: Increases the effectiveness of armour as well as the target's prowess and intelligence

Repel Undead
Incantation: An Xen Corp
Reagents: Garlic, Sulfurous Ash
Effect: Causes all undead in the caster's field of vision to flee

The 4th Circle

Animate
Incantation: Ort Ylem
Reagents: Sulfurous Ash, Mandrake Root, Blood Moss
Effect: Causes inanimate objects to come to life and wander about, though not under caster's control

Conjure
Incantation: Kal Xen
Reagents: Spider's Silk, Mandrake Root
Effect: Summons a wild beast to your side to aid in combat

Disable
Incantation: An Vas Mani
Reagents: Nightshade, Spider's Silk, Mandrake Root
Effect: Inflicts a grievous wound, nearly killing the target

Fire Field
Incantation: In Flam Grav
Reagents: Black Pearl, Sulfurous Ash, Spider's Silk
Effect: Creates a searing wall of fire

Great Heal
Incantation: Vas Mani
Reagents: Ginseng, Spider's Silk, Mandrake Root
Effect: Restores one's health fully

Locate
Incantation: In Wis
Reagents: Nightshade
Effect: Reveals the caster's location like a magical sextant

Mass Dispel
Incantation: Vas An Jux Ort
Reagents: Garlic, Ginseng
Effect: Dispels all magic in the area targeted by the caster

Poison Field
Incantation: In Nox Grav
Reagents: Nightshade, Spider's Silk, Black Pearl
Effect: Creates a wall of noxious gases

Sleep Field
Incantation: In Zu Grav
Reagents: Ginseng, Spider's Silk, Black Pearl
Effect: Creates a wall of sleep-inducing energy

Wind Change
Incantation: Rel Hur
Reagents: Sulfurous Ash, Blood Moss
Effect: Allows caster to alter the prevailing direction of the wind

The 5th Circle

Energy Field
Incantation: In Sanct Grav
Reagents: Mandrake Root, Spider's Silk, Black Pearl
Effect: Creates an impassable wall of energy

Explosion
Incantation: Vas Por Flam
Reagents: Mandrake Root, Sulfurous Ash, Black Pearl, Blood Moss
Effect: Creates a powerful explosion, injuring those caught in its blast

Insect Swarm
Incantation: Kal Bet Xen
Reagents: Blood Moss, Spider's Silk, Sulfurous Ash
Effect: Conjures up a swarm of insects to aid you in combat

Invisibility
Incantation: Sanct Lor
Reagents: Nightshade, Blood Moss
Effect: Causes beings to become unseen

Lightning
Incantation: Ort Grav
Reagents: Black Pearl, Mandrake Root, Sulfurous Ash
Effect: Hurls a powerful bolt of lightning at your opponent

Paralyze
Incantation: An Xen Por
Reagents: Spider's Silk, Sulfurous Ash, Nightshade, Black Pearl
Effect: Momentarily paralyzes your opponent, thus disabling him

Pickpocket
Incantation: Por Ylem
Reagents: Blood Moss, Spider's Silk, Nightshade
Effect: Lets the caster take one of the target's belongings

Reveal
Incantation: An Sanct Lor
Reagents: Spider's Silk, Nightshade, Mandrake Root
Effect: Makes invisible beings in the area become visible again

Seance
Incantation: Kal Mani Corp
Reagents: Blood Moss, Mandrake Root, Nightshade, Spider's Silk, Sulfurous Ash
Effect: Lets the caster speak with the dead as though they still lived

X-ray
Incantation: Wis Ylem
Reagents: Mandrake Root, Sulfurous Ash
Effect: Allows the caster to see places otherwise obscured by walls and obstacles

The 6th Circle

Charm
Incantation: An Xen Ex
Reagents: Black Pearl, Nightshade, Spider's Silk
Effect: Changes the alignment of the target to match that of the caster

Clone
Incantation: In Quas Xen
Reagents: Sulfurous Ash, Spider's Silk, Blood Moss, Ginseng, Nightshade, Mandrake Root
Effect: Creates an identical, though not directly controllable, replica of any being

Confuse
Incantation: Vas Quas
Reagents: Mandrake Root, Nightshade
Effect: Sends opposing foes into disarray

Flame Wind
Incantation: Flam Hur
Reagents: Sulfurous Ash, Blood Moss, Mandrake Root
Effect: Sends a gale of flaming wind in the direction of your foes

Hail Storm
Incantation: Kal Des Ylem
Reagents: Blood Moss, Black Pearl, Mandrake Root
Effect: Brings down a storm of hailstones upon the caster's enemy and the surrounding area

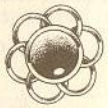
Mass Protect
Incantation: Vas In Sanct
Reagents: Sulfurous Ash, Ginseng, Garlic, Mandrake Root
Effect: Increases the effectiveness of armour, as well as the prowess and intelligence of nearby beings

Negate Magic
Incantation: An Ort
Reagents: Garlic, Mandrake Root, Sulfurous Ash
Effect: Temporarily prevents the casting of spells and magic

Poison Wind
Incantation: Nox Hur
Reagents: Nightshade, Sulfurous Ash, Blood Moss
Effect: Sends a gale of noxious wind in the direction of your foes

Replicate
Incantation: In Quas Ylem
Reagents: Sulfurous Ash, Spider's Silk, Blood Moss, Ginseng, Nightshade
Effect: Produces a duplicate version of simple objects

Web
Incantation: In Des Por
Reagents: Spider's Silk
Effect: Lays a fine, sticky web upon the ground to hinder a foe's progress



The 7th Circle

Chain Bolt
Incantation: Vas Ort Grav
Reagents: Black Pearl, Mandrake Root, Sulfurous Ash, Blood Moss
Effect: Causes a lively bolt of damaging energy to leap from one living being to another

Enchant
Incantation: In Ort Ylem
Reagents: Spider's Silk, Mandrake Root, Sulfurous Ash
Effect: Empowers special items with magical energy

Energy Wind
Incantation: Grav Hur
Reagents: Mandrake Root, Nightshade, Sulfurous Ash, Blood Moss
Effect: Sends a gale of wind in the direction of foes

Fear
Incantation: Quas Corp
Reagents: Nightshade, Mandrake Root, Garlic
Effect: Causes all evil foes in the area to flee in terror

Gate Travel

Incantation: VAS REL POR
Reagents: Sulfurous Ash, Black Pearl, Mandrake Root
Effect: Teleports the caster's party to a moonstone location determined by the moonphase

Kill

Incantation: IN CORP
Reagents: Black Pearl, Nightshade, Sulfurous Ash
Effect: Sends a lethal bolt of energy towards an opponent

Mass Curse

Incantation: VAS AN SANCT
Reagents: Sulfurous Ash, Nightshade, Garlic, Mandrake Root
Effect: Reduces the effectiveness of armour, as well as the prowess and intelligence of all nearby beings, friend and foe alike

Mass Invisibility

Incantation: VAS SANCT LOR
Reagents: Mandrake Root, Nightshade, Blood Moss, Black Pearl
Effect: Causes all nearby beings to become unseen, though still present

Wing Strike

Incantation: KAL ORT XEN
Reagents: Blood Moss, Spider's Silk, Mandrake Root, Sulfurous Ash
Effect: Sends a powerful dragon's wing against your opponents

Wizard Eye

Incantation: POR ORT WIS
Reagents: Blood Moss, Nightshade, Mandrake Root, Sulfurous Ash, Black Pearl, Spider's Silk
Effect: Allows the caster to see otherwise obscured places up to 20 paces away

The 8th Circle

Death Wind

Incantation: CORP HUR
Reagents: Mandrake Root, Nightshade, Sulfurous Ash, Blood Moss
Effect: Sends a gale of lethal wind in the direction of foes

Eclipse

Incantation: VAS AN LOR
Reagents: Mandrake Root, Sulfurous Ash, Nightshade, Garlic, Blood Moss
Effect: Causes the moons to block the sun's rays for a brief time

Mass Charm

Incantation: VAS AN XEN EX
Reagents: Black Pearl, Nightshade, Spider's Silk, Mandrake Root
Effect: Changes the alignment of nearby foes to match that of the caster

Mass Kill

Incantation: VAS CORP
Reagents: Black Pearl, Nightshade, Mandrake Root, Sulfurous Ash
Effect: Sends lethal bolts of energy toward all nearby beings

Resurrect

Incantation: IN MANI CORP
Reagents: Garlic, Ginseng, Spider's Silk, Sulfurous Ash, Blood Moss, Mandrake Root
Effect: Restores life to a being who was dead

Slime

Incantation: VAS REL XEN
Reagents: Blood Moss, Nightshade, Mandrake Root
Effect: All evil creatures are changed to slime

Summon

Incantation: KAL XEN CORP
Reagents: Mandrake Root, Garlic, Blood Moss, Spider's Silk
Effect: Calls forth a daemon from the underworld who may assist you in combat

Time Stop

Incantation: AN TYM
Reagents: Mandrake Root, Garlic, Blood Moss
Effect: Temporarily suspends the flow of time while the caster continues his journey

Tremor

Incantation: VAS POR YLEM
Reagents: Blood Moss, Sulfurous Ash, Mandrake Root
Effect: Causes the ground to shake, injuring all beings in the affected area

I, Lord British, wish to thank the various members of my court, visiting dignitaries and statesmen, and noted scholars and scribes who gave of themselves in the preparation of this mighty quest.

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